

LEE TABER

P.H.D.

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I am an experienced mixed methods UX researcher with expertise in social media, human-robot interaction, and VR user studies, seeking [UX Researcher](#) positions where I can influence user-facing products

RESEARCH METHODS

- Survey Design
- Experiment Design
- Usability Testing
- Cognitive Walkthroughs
- Thematic Analysis
- User Interviews

QUANTITATIVE SKILLS

- Statistical Inference
- General Linear Models
- Linear Regression
- Data Visualization
- Factor Analysis

PROGRAMING

- Python, Java, JS
- CSS, HTML
- Node, MongoDB, EJS

RESEARCH EXPERTISE

- HCI/User Experience
- Self-Presentation
- Social Media
- Parasocial Relationships
- Human Robot Interaction
- Conversational Agents

PERSONAL INTERESTS

- Fencing (Epee, Saber)
- Machine Learning Art Projects

RESEARCH EXPERIENCE

Wandering Robot Project for Honda Lab Institute

Research Collaboration with University of Washington | 2021

Helped design, run, and evaluate a 4-day deployment of a wandering robot that can run autonomously with minimal human intervention. This model can offer a novel approach for HRI researchers to run in-the-wild deployments of mobile robots.

- Published work at HRI 2022

Novel Interfaces for Terms of Service Documents

University of California, Santa Cruz | 2019 - 2020

Designed and evaluated a semantic highlighting system to encourage people to read terms of service agreements. Designed RQ, built study design in multiple phases, recruited participants, developed protocols, and analyzed data.

- Published in extended abstracts at CHI 2020.

Dissertation Research

University of California, Santa Cruz | 2022 - 2023

Researched how users understand and interpret profile personality on Instagram by building a simulated Instagram platform to create an experimental research environment

- Successfully completed dissertation and received doctoral degree

Graduate Student Researcher

Human Computer Interaction Lab | 2016 - 2023

Ran multiple studies as principal investigator. I gained experience with mixed methods such as interviews, scenarios, surveys, and behavioral data. I built experimental design and statistical analysis skills by collaborating and leading six published projects. I developed skills as needed for the demands of the projects. I managed teams of undergraduate research assistants. I assisted their growth as researchers by helping them build academic and UX research skills.

- Published three peer-reviewed articles as the first author at top-tier research conferences and journals (HCI, CHI).
- Presented three papers at CHI 2018, Microsoft's New Future of Work symposium in 2020, and CHI 2020.
- Published Lofi hip-hop beats research in Interactions Magazine

EDUCATION

University of California, Santa Cruz

Ph.D. Computational Media | 2018 - March 2023

University of California, Santa Cruz

M.S. Psychology | 2016 - 2018

University of California, Irvine

B.A. Psychology and Social Behavior | 2007 - 2011